

CENTRAL INTELLIGENCE AGENCY
ATTACHMENT I

25X1

Program for the First Month - Category A

The Object of the Course.

The main object of Category A schools is to train Volkspolizei Kommissars and Oberkommissars so that they may be capable of carrying out the following tasks:

- a. Train the police under their command.
- b. Master the different types of weapons issued to their units and direct the firing of these weapons.
- c. Conduct close order drill and command a platoon.
- d. Interpret all official directives of the German Volkspolizei and carry them out correctly.

General Instructions.

1. Training groups of 25 men are to be organized. Each group will form a platoon. The basic training, sports, and firing will be conducted by the platoon leader assisted by the group leader. Other subjects will be taught by staff members.
2. The work day is to be divided as follows: Seven hours of instruction and three hours of study. On Saturday and days before holidays there will be only four hours of instruction. Cultural activity is to be conducted on Saturday and Sunday after the completion of housekeeping tasks.
3. Political education is to be held twice a week for two hours. The topics for political education are to be worked in with the general plan of work.
4. On days when there is no political education, the first thirty minutes of the instruction time is to be devoted to discussion of the main topics of the day, as published in the enlightened press.

Distribution of the school time in a month:

Calendar days	30	
7 hour school days	21	-- 147 hours
4 hour school days	4	-- 16 hours
Days in reserve	1	
		<u>163 hours</u>

Distribution of the school hours by subject matter:

Political Education	16 hours
Tactical Training	58 hours
Branch of Service Training	
Artillery	4 hours
Armored and Motorized Troops	4 hours
Engineers	4 hours
Signal Corps	3 hours
Firing Training	25 hours
Basic Training	19 hours
Sports	12 hours
Map Reading	6 hours
Personal Hygiene	2 hours
Official Directives	<u>10 hours</u>
	163 hours

Political Education: 16 hours

German History

The Communist Manifesto of Marx and Engels

Lecture -- 2 hours
Discussion -- 4 hours

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The Revolution of 1948

Lecture -- 2 hours

Discussion -- 6 hours

The Historic Roots of German Imperialism

Lecture -- 2 hours

Tactical Training -- 58 hours

A. For Infantry

The exercises are to be carried out in the order prescribed in the program. Introductory lectures on the following subjects are to be prepared:

- 1) The character of modern infantry combat
- 2) Independent work in study periods
- 3) Practical training on the training field, sand pits, and with maps and plans

Group Leader Training

1. Organization and arms of the group, the Kommando, the Bereitschaft.
Lecture -- 3 hours
2. Concerning modern warfare and the role of the branches of service.
Lecture -- 5 hours

Group Attack

3. The setting up of jumping-off positions and observation posts and assigning missions.
7 hours
4. The attack, the penetration, and battle within the line of defense.
7 hours
5. Night attack, reconnoitering lines of approach, march discipline, and securing of positions at night.
5 hours
6. Attacking a building in a town.
5 hours
7. Group practice.
6 hours

Group Defense

8. Preparation of the terrain, assigning of missions, observation, pin-pointing the distances.
10 hours
9. Defensive measures against attack, behaviour during artillery and air attack, directing the firing of a group during attack by enemy forces.
6 hours
10. The defense of the group at night.
4 hours

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B) For MG Infantry

Group Leader Training

1. Organization and weapons for a group of the Bereitschaft. 2 hours
2. General Introduction to modern warfare and the role of the branch of service in battle. 2 hours
3. The MG group in attack, up to close combat, organizing the observation, the assigning of missions, conducting the firing and advancing. 11 hours
4. Approach and combat within the enemy's line of defense. Defense against attack. 8 hours
5. Attack at night. Preparation of the terrain for night firing. Maintaining discipline at night. Coordinating action with infantry units. 6 hours
6. Attack within a town. Supporting the attack of an infantry unit. 6 hours
7. Group practice. 8 hours
8. The MG group in defense, organizing the defense. Emplacement and camouflage of positions. Measuring the distance to the target. Setting up range deflection fans.* 15 hours

C) For Mortars

Group Leader Training.

1. The organization and the weapons of the group, the Kommando and the Bereitschaft. 2 hours
2. Modern warfare and the role of the branch of service in combat. 2 hours
3. The mortar in attack, organizing the observation posts. Choosing the positions. Preparation of the emplacements. 16 hours
4. Direction of the mortar fire in supporting an attack by infantry units. 12 hours
5. Firing of mortars during a night attack. Preparation of the mortars and emplacements for night shooting. Coordination with infantry units. 10 hours
6. Mortar firing during an attack in a town (on a single building), firing in support of an infantry unit attack, defense by firing against an enemy attack. 8 hours
7. Group practice. 8 hours

Tactics of the Branches of Service -- 15 hours

Artillery -- 4 hours

Particular emphasis should be given the tactical-technical data on guns and mortars, and questions of coordination between the infantry and artillery.

1. The artillery, its tasks, weapons, commitment in battle. 2 hours
2. Types of guns, and the tasks of the various types: artillery, anti-aircraft, anti-tank and their tactical-technical data. 2 hours

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Armored and Motorized Troops

Acquainting student with the tactical-technical data of tanks and artillery on self-propelled mounts.

1. The task of armored and motorized units. The role of armored and motorized units in battle, their specific tasks. Units and groups of a field army. The peculiarities of tank warfare, and the basic principles of directing tanks. 4 hours

Engineer Training -- 4 hours

1. The role of the engineers in securing defenses and launching an attack. 2 hours
2. Entrenchment and camouflage. 2 hours

Signal Corp Training -- 3 hours

1. Basic principles of the organization of signal service. The signal facilities of the Kommando, the Bereitschaft. 3 hours

Firing Training -- 25 hours

A) For Infantry

1. The parts of a carbine, and how they function. Jamming and damage. Rules for handling, cleaning and care. 7 hours
2. Handling the carbine, the firing regulations, firing position, loading and locking, unloading, retracting, aiming, squeezing the trigger. 10 hours
3. Description of the Maschinenpistole 44. How it functions. Jamming and methods of clearing. Rules for handling, cleaning and care. Testing the accuracy of firing and sighting. 8 hours

B) For MG Infantry

1. The MG 0 8, the heavy MG. How it functions, preparations for firing, jamming and clearing. Rules for care and handling. Testing the accuracy of firing and sighting. Setting up and adjusting anti-aircraft sights. 10 hours
2. Carbine as above. 7 hours
3. Maschinenpistole 44 as above. 8 hours

C) For Mortar

1. The parts of the 81 mm mortar. Construction of the mortar, ammunition and sighting mechanism. How it functions, the fuse, care and storage. Preparation of the mortar and the ammunition for firing. Adjusting the sight mechanism. Security measures. Transporting mortar and ammunition. 10 hours
2. The parts of a carbine (as for MG Infantry) 7 hours
3. The parts of a Maschinenpistole (as for MG Infantry) 8 hours

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Basic Training -- 19 hours

Individual Training

1. Training of the policeman without arms. Generalities. Position of attention. Conduct in formation. Saluting. 8 hours
2. Manual of arms training. 6 hours
3. Advancing in the field, crawling, standing up, lying down. 5 hours

Sports -- 12 hours

1. Gymnastics on bars, rings, horses, etc. 8 hours
2. Overcoming obstacles: jumping climbing. 4 hours

Map Reading -- 6 hours

1. The land and its tactical peculiarities 2 hours
2. Maps and symbols 4 hours

Personal Hygiene -- 2 hours

1. Care of the body. 1 hour
2. Protection against contagious diseases. 1 hour

Official Directives -- 10 hours

1. Guard duty, generalities. The duties of a guard. Instructing the guards. Setting up and changing the guard. The rules in the guard house and its equipment. Falling out of the guard, and trooping of the colors. 8 hours
2. Alerts. 2 hours

* Comment: This probably refers to setting up the azimuth sector.

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